Claims Listing

1-8   (previously restricted)

9-16 (cancelled without prejudice)

17. (new) A method of implementing an interactive game between at least two

players and viewed by a least one non-participating viewer in an interactive

television broadcast system comprising:

launching said interactive game on a video game server connected to said

television broadcast system that controls play of said interactive game;

embedding first markup language code in a video broadcast stream, said

first markup language code generated by said video game server and broadcast to

a first set top box at a specific address in said video broadcast system, said first

markup language code comprising a user interface for a first player of said at least

two players;

embedding second markup language code in said video broadcast stream,

said second markup language code generated by said video game server and

broadcast to a second set top box at another specific address in said video

broadcast system, said second markup language code comprising a user interface

for a second player of said at least two players;

transmitting a game control signal, that is generated in response to an

input from said first player playing said interactive game, from said first set top

box to said video game server;

receiving said game control signal at said video game server;

generating video images in said video game server in response to said

signal;

inserting said video images into said video broadcast stream; and

broadcasting said video broadcast stream to a plurality of set top boxes

including set top boxes of said at least two players and said at least one non-

participating viewer.

18. (new) The method of claim 17 further comprising:

> displaying player controls in a first portion of a screen viewed by said first player and said video images in a second portion of said screen using said first markup language code.

19. (new) The method of claim 17 wherein said step of embedding first markup language code further comprises:

> embedding HTML code in said video broadcast stream.

20. (new) The method of claim 17 wherein said step of broadcasting further comprises:

> combining said video images with second video images and broadcasting combined images to said plurality of set top boxes including said at least one set top box associated with a non-participating viewer.

21. (new) The method of claim 17 further comprising:

> transmitting said game control signal to said second player.

22. (new) The method of claim 20 further comprising:

> altering the display produced by said second set top box in response to said game control signal.

23. (new) The method of claim 17 wherein said step of generating video images further comprises:

> generating video images that are an overview of said interactive video game.

24. (new) The method of claim 17 wherein said interactive game is a sports game.

25. (new) The method of claim 17 wherein said interactive game is a casino game.

26. (new) The method of claim 17 wherein said interactive game is a game show game.

27. (new) An interactive game system comprising:

a server that executes an interactive game and that controls play of said interactive game and produces video images of said game;

a television broadcast system connected to said server that broadcasts a video broadcast stream containing said video images to a plurality of set top boxes including set top boxes of at least two players of said interactive game and at least one non-player of said game, and that broadcasts embedded markup language code, if any, addressed individually to said set top boxes of at least two players;

a first set top box connected to said television broadcast system that receives said video broadcast stream and that acquires first markup language code addressed to said first set top box wherein said first markup language code is embedded in said video broadcast stream and provides a first user interface for a first player;

a second set top box connected to said television broadcast system that receives said video stream and that acquires second markup language code addressed to said second set top box wherein said second markup language code is embedded in said video broadcast stream and provides a second user interface for a second player; and

a third set top box connected to said broadcast system that receives said video stream and that outputs said video images to a display device of at least one viewer that does not participate in said game.

28. (new) The system of claim 27 wherein said first markup language code is HTML code.

29. (new) The system of claim 27 further comprising:

second video images that are combined with said video images and said embedded data, if any, to create said video stream.

30. (new) The system of claim 27 further comprising:

a network that communicates an input received from said first player at said first set top box to said server.

31. (new) The system of claim 30 wherein said network comprises a back-channel in said broadcast system.

32. (new) The system of claim 30 wherein said network comprises a connection to the Internet.

33. (new) The system of claim 27 wherein said first markup language code further comprises:

code that displays a user interface in a first portion of a display screen and that displays said video images in a second portion of said display screen.

34. (new) The system of claim 27 wherein said first markup language code further comprises:

code that produces a first graphical image of said game in said first set top box.

35. (new) The system of claim 34 wherein said second markup language code further comprises:

code that produces a second graphical image that differs from said first graphical image of said game in said second set top box.

36. (new) The interactive game system of claim 27 wherein said interactive game is a sports game.

37. (new) The interactive game system of claim 27 wherein said interactive game is a casino game.

38. (new) The interactive game system of claim 27 wherein said interactive game is a game show game.

39. (new) An interactive game system for playing an interactive game between at least two players of said interactive game on a broadcast television network and broadcasting said interactive game to at least one additional viewer of said interactive game that is not a participant in said game, said system comprising:

first means for running said interactive game and producing video images of said game;

second means for producing a video signal from said video images and embedding markup language code addressed to specific receiving means in said signal, said markup language code including code, if any, that is necessary for said players to play said game;

broadcast television network means for broadcasting said video signal;

first receiving means for receiving said video signal from said broadcast television network means and acquiring first markup language code addressed to said first receiving means embedded in said video signal, said first markup language code comprising a user interface for a first player of said at least two players;

second receiving means for receiving said video signal from said broadcast television network means and acquiring second program code addressed to said second receiving means embedded in said video signal, said second markup language code comprising a user interface for a second player of said at least two players; and

third receiving means for receiving said video signal from said broadcast television network means and presenting said video images to said at least one additional viewer that is not a participant in said game.

40. (new) The interactive game system of claim 39 further comprising:

network means that transfer a signal generated in response to an input from said first player from said first receiving means to said first means.

41. (new) The interactive game system of claim 39 wherein said interactive game is a sports game.

42. (new) The interactive game system of claim 39 wherein said interactive game is a casino game.

43. (new) The interactive game system of claim 39 wherein said interactive game is a game show game.

Remarks

Reconsideration and further examination is respectfully requested. The Examiner rejected claims 9-16 in a Final Office Action. Applicant has cancelled claims 9-16 without prejudice in favor of a continuing, reissue, or reexamination application. Applicant presents new claims 17-43 for further examination.

Applicants thanks the Examiner for the personal interview on 18 July 2003.

In brief, the present invention relates to an interactive game that is played and broadcast over an interactive television network. The game is played by at least one interactive player while being broadcast to a plurality of other viewer's televisions. The game may be any type of game, such as a sports simulation game, a casino game, a game show game, or any other type of interactive television game. The interactive television network may have a back-channel for transmitting signals from the player to a centralized server. The server communicates to the player by transmitting embedded computer program code, such as HTML for example, in a broadcast stream.